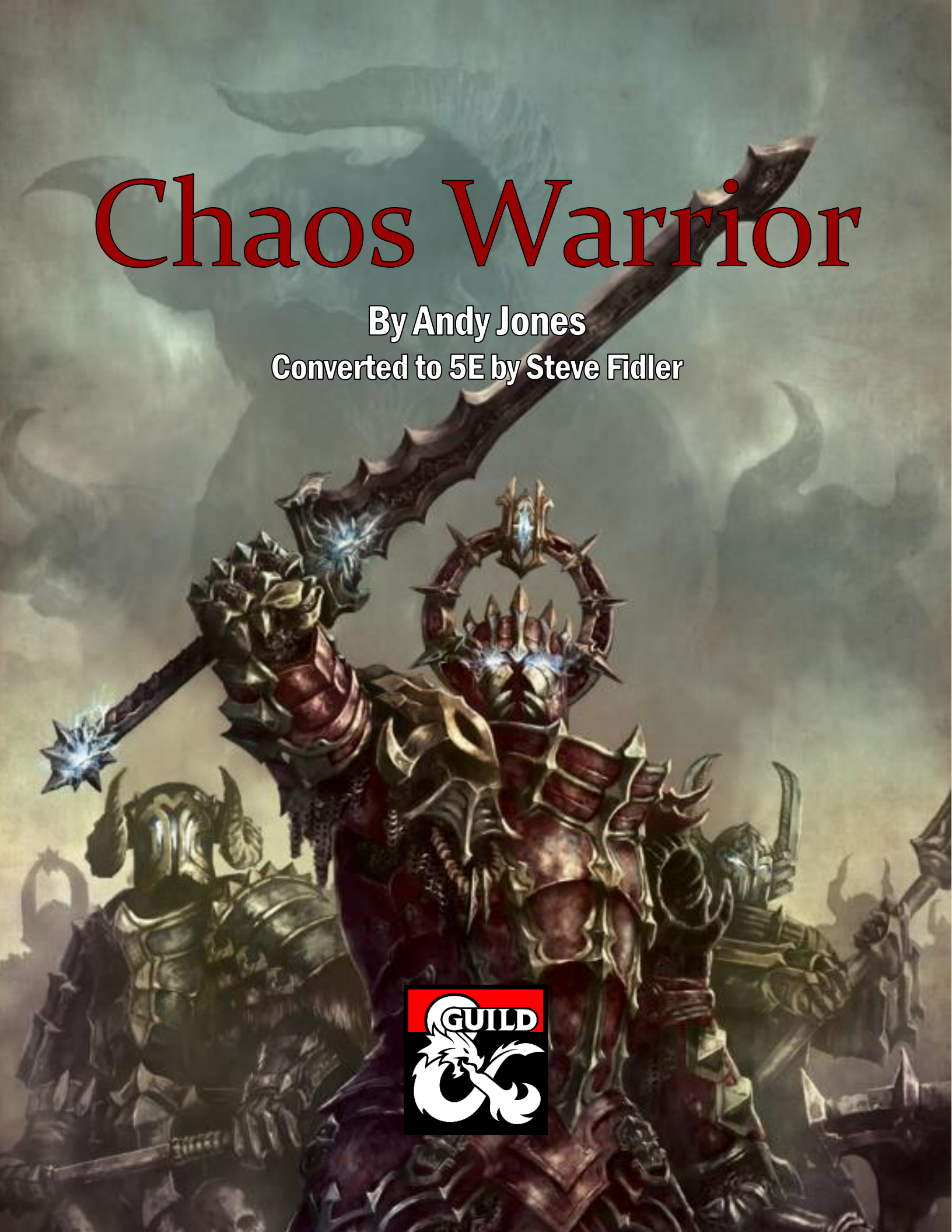
Chaos Warrior

By Andy Jones
Converted to 5E by Steve Fidler



Chaos Warrior

Chaos Warriors are thought of as inhuman, daemonic killing machines. Men who have sold their souls for the pleasure of indiscriminate slaughter. Indeed, this is in some measure true, and there are those who are so blighted by chaos that they must fight eternally in the war host of their daemonic masters.

There are many reasons why a man may turn to chaos, and many paths he may travel to serve the dark gods. Some are enlisted by sects in their hometown, following an inconspicuous trade by day and joining the coven by night; reveling in the dangerous pleasure of the forbidden. Others might be driven to follow the path of chaos through personal tragedy. Whatever the cause, desperation has often been known to drive otherwise upright individuals down the dark road to depravity and change.

Agent of Chaos

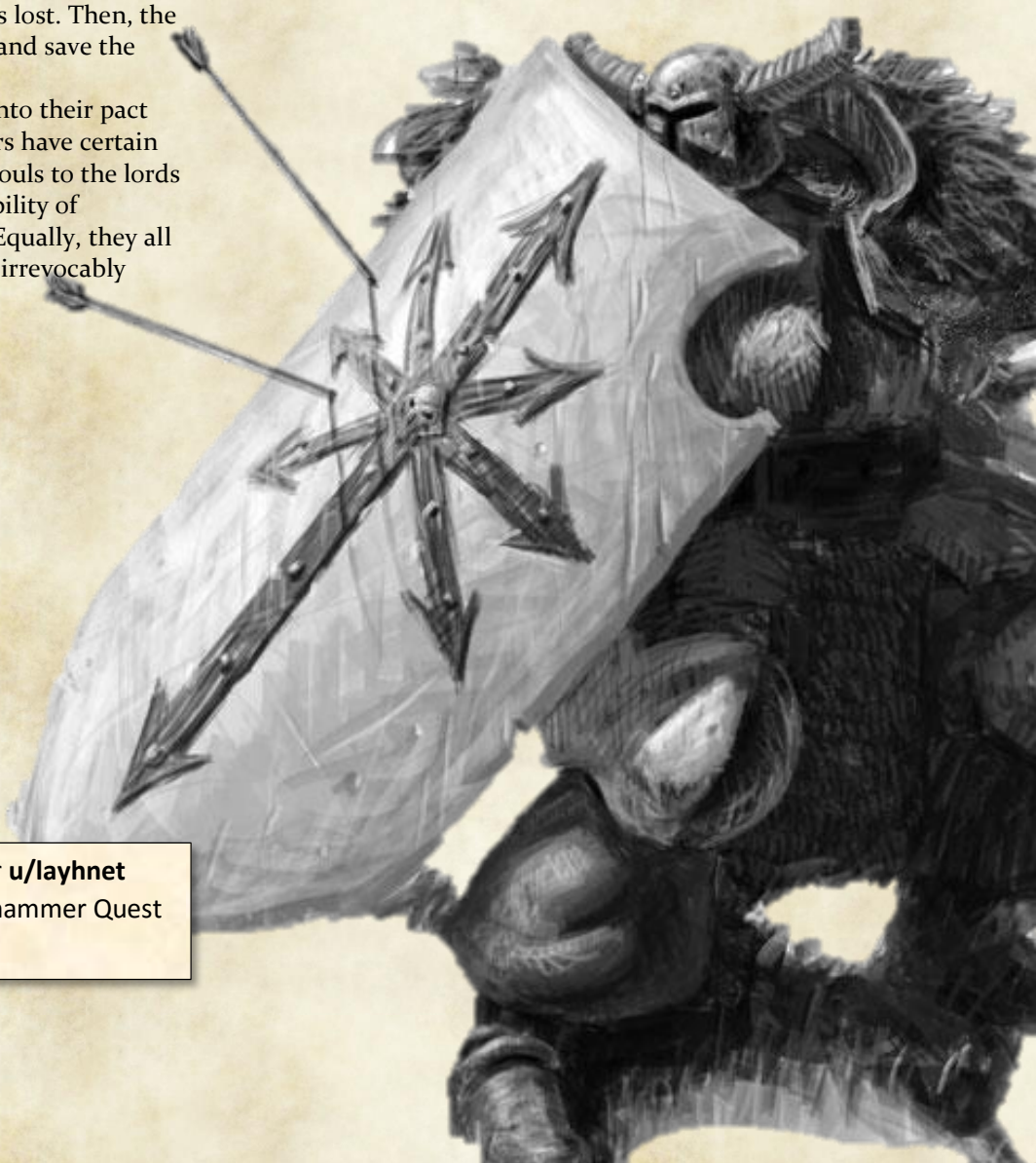
Sometimes soldiers of fortune, mercenaries, or freelancers are inducted into the ranks of those following chaos. In their case the desperation is often more immediate – perhaps they call out for salvation as their enemies close in on them for the kill and all hope seems lost. Then, the powers of chaos may see fit to intervene and save the individual – at a price.

However, it is that they have entered into their pact with the chaos powers, all Chaos Warriors have certain things in common: they have sold their souls to the lords of chaos, and have glimpsed at the possibility of immortality and power beyond dreams. Equally, they all know there is no turning back – they are irrevocably damned.

Adventuring with Chaos

When the other adventurers first meet the Chaos Warrior the warping influences of his daemonic masters may have already manifested themselves visibly, as marks on his flesh or twisted features. In extreme cases, extra eyes, ears, fingers or the like. If this is so, then the Chaos Warrior is likely to be very careful to conceal his true appearance when in the company of the adventurers. Wearing his armor at all times or keeping his features obscured by heavy cowls, furs, or robes. If the adventurers knew his true nature, they would be unlikely to tolerate the Chaos Warrior's company as they have more than likely faced his kind in battle in the past.

Individually though, many Chaos Warriors are not as evil as such. They simply follow a different path from the rest of the world. Their objectives, urges, goals, and desires are often incomprehensible to any other creature though. Inevitably making these individuals outcasts in any society. Yet for a while, a Chaos Warrior will make a stalwart ally, a deadly fighter, and a powerful opponent to any who stand in his way. His is a lonely path and ultimately leads to the darkest realm imaginable.



Converted for D&D 5E by Reddit User **u/layhnet**
Based on the Chaos Warrior for Warhammer Quest by **Andy Jones**

Class Features

As a Chaos Warrior you gain the following class features

Hit Points

Hit Dice: 1d10 per Chaos Warrior level
Hit Points at 1st Level: 10 + your Constitution Modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Chaos Warrior level after 1st.

Proficiencies

Armor: All armor and shields
Weapons: Simple and martial melee weapons
Chaos Artifacts: The Chaos Warrior has proficiency to use any Chaos Artifact.
Tools: None
Saving Throws: Strength and Constitution
Skills: Chose two from Athletics, Intimidation, Deception, Persuasion, Perception, Religion, and Survival.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (*a*) a great axe or (*b*) a longsword and shield
- (*a*) leather armor or (*b*) chainmail
- A Dungeoneer's Pack or an Explorer's Pack
- **Gifts of Chaos** (see the Gifts of Chaos table below)

Gifts of Chaos

Before you start the game, roll a D6 and consult the table below.

ROLL	ATTRIBUTES	ARTIFACTS
1-3	2 Attributes	1 Artifact
4-6	1 Attribute	2 Artifacts

Roll on the following two tables to find out which artifacts and attributes your Chaos Warrior has.

ROLL	CHAOS ATTRIBUTES (D6)
1	Mindless
2	Arcane Knowledge
3	Poisonous Bite
4	Warp Magic
5	Teleport
6	Warp Frenzy

ROLL	CHAOS ARTIFACTS (D6)
1	Parrying Blade
2	Ring of Desolation
3	Lashing Blade
4	Chalice of Night
5	Entrancing Blade
6	Axe of Mighty Striking

Chaos Warrior and Treasure

The Chaos Warrior cannot make use of any Weapons or Armor that are Magical. This includes trinkets, rings, necklaces, and so forth. That being said, the Chaos Warrior can use any Chaos Artifact, magical or not.

The Chaos Warrior may not give away his Artifacts; and if one is somehow taken from him, the wielder may not make use of its special abilities and is at disadvantage to weapon attack rolls made with it.

Mark of Chaos

At first level, a Chaos Warrior will be in possession of the Mark of Chaos! This represents a magical emblem which the Chaos Warrior has emblazoned on his flesh, the sign of his chaos patron.

The Mark of Chaos allows the Chaos Warrior to reroll any single die roll once per long rest. This represents the Chaos Warrior's mastery over chaos.

Chaos Progression

A Chaos Warrior progresses in a very unique fashion compared to other adventurers. He will, instead of gaining new features, be granted boons from the Path of Chaos – a ritual to earn the favor of the lords of chaos. Below is the progression chart, showing how many rolls on the Path of Chaos table a Chaos Warrior gets.

Chaos Warrior Progression Table

LEVEL	PROFICIENCY BONUS	PATH OF CHAOS
1	+2	-
2	+2	1
3	+2	1
4	+2	2
5	+3	1
6	+3	2
7	+3	1
8	+3	2
9	+4	1
10	+4	1
11	+4	1
12	+4	2
13	+5	1
14	+5	2
15	+5	1
16	+5	2
17	+6	1
18	+6	1
19	+6	2
20	+6	1

The Chaos Warrior's progression is unlike any other character. While a Path of Chaos could give the warrior up to 2 ASIs each, the aspect of chance limits this. Random chance gating balance and imbalance.

Chaos in Society

The Chaos Warrior struggles for acceptance in any society, good or evil, due to the nature of their Chaotic patronage and the fear surrounding it.

As a result, when attempting to enter a city or town, the Chaos Warrior runs the risk of being noticed and chased away. Total up the number of Chaos Attributes you have with the tag *Visible* and make a Charisma (*Deception*) roll. If the number is greater than the total number of *Visible* attributes, you may enter the settlement. Otherwise, you are turned away at the gate so to speak.

Some *Visible* attributes may be hidden by equipment or illusion spells.

At the Dungeon Master's discretion, this feature may be waived or resolve differently.

The Chaos Temple

In many settlements and cities, there are those who have rejected the acceptable gods of the realm and devoted themselves to Chaos. It is up to the Dungeon Master to determine if there is a Chaos Temple within a settlement.

Once per level, a Chaos Warrior may choose to pray at the Chaos Temple for assistance from his gods. You can only do this a number of times equal to your level; so unless otherwise stated you must make a note of how many times you've prayed at your temple.

You must make an offering of coin or jewels equal to **your level x 2D6** gold pieces when praying and roll on the following table:

ROLL	CHAOS TEMPLE (D6)
1	The warping forces of chaos surge through the Chaos Warrior's veins. He staggers drunkenly around the temple. When he comes to his sense, he realizes that he has been... Changed! The Chaos Warrior gains 2 Chaos Attributes.
2	The warping forces of chaos surge through the Chaos Warrior's veins. He staggers drunkenly around the temple. When he comes to his sense, he realizes that he has been... Changed! The Chaos Warrior gains 1 Chaos Attribute.
3	The gods of chaos are not listening. There are greater things afoot in the world to claim their attention. The Chaos Warrior's pleas go unanswered. This outcome does not count against the number of times the Chaos Warrior can pray at the Temple.
4	The Chaos Warrior stands before the altar to his dark gods, imploring that they listen to his cries. In the past, they punished him by granting him a warping, crippling attribute. Despite this cruel trick, the Chaos Warrior has served his masters well and is sure that now is the time for balance to be addressed. The Chaos Warrior must select a single attribute and remove it from his Character. As that attribute vanishes, the Chaos Warrior gains another at random!
5	As he touches the altar and dedicates his victims to his masters, the Chaos Warrior feels renewed strength and vigor coursing throughout his body. The Chaos Warrior gains extra Hit Points equal to 1d4+ his Constitution Modifier, permanently.
6	The temple reels and swirls as solid objects begin to mutate and change. Nothing is as it should be, and darkness claims all. The power of Chaos is at hand, and the Chaos Warrior kneels before its mighty presence. The Chaos Warrior may, if he chooses, try to merge two Chaos Artifacts together so that their powers are joined into one single powerful artifact. If you wish to do this, select the two artifacts. They must be similar artifacts (two weapons, two helmets, etc.) You place both artifacts on the altar, and wait eagerly with anticipation. **Roll a D6 and consult the Artifact Merging to see what happens next.**

ROLL	ARTIFACT MERGING (D6)
1	One of the artifacts vanishes, sucked back into the warp! The other remains unchanged. Randomly select which of the artifacts vanishes. The Chaos Warrior no longer has this artifact.
2-3	Nothing happens... the gods of chaos have no interest in the petty wishes of their servant.
4	The altar is briefly obscured by cloying smoke, drifting around the temple and fogging the senses. When the smoke clears the two original artifacts are still there and unchanged, but another sits alongside them. Roll on the Chaos Artifact table to see what the new artifact is.
5-6	Time slows, the temple darkens, and the fabric of reality groans and shifts. When the moment passes, there is but one artifact left on the altar. A mutated union of the two placed there by the Chaos Warrior.

The two items are now merged. Remove them from your Character Sheet and write in the combined abilities of the new item. It is a good idea to name the new Artifact, as it will no doubt become one of the Chaos Warriors most treasured items.

In the event that the two items are similar, such as a *Shortsword* and a *Rapier*, you may combine their properties and use the higher of the damage dice.

Note: If two items of armor or weapons are merged together, their enhancement bonuses may merge. A new shield, helmet, or whatever has the special properties of both former artifacts, and it combines the enhancement bonuses provided by both. Chaos Artifacts do not typically have enhancement bonuses. This is meant to clarify in the event that they do.

Path of Chaos

The Chaos Warrior does not develop his skills in a similar fashion to any other adventurer. Instead, when he trains, he must take the rite of the "Path of Chaos"

When levelling up, you will roll on the following table to determine what you gain as you level. Whether it is additional Chaos Attributes to cripple and change you, new Chaos Artifacts gifted to you by your masters, or an Ability Score Increase. The Path of Chaos is a dangerous path that all Chaos Warriors must walk.

ROLL	PATH OF CHAOS (D6)
1	2 Chaos Attributes Roll three times on the Chaos Attribute table
2	1 Chaos Attribute Roll once on the Chaos Attribute table
3	Statistic Increase (1) Roll once of the Statistic Increase table
4	Statistic Increase (2) Roll twice on the Statistic Increase table. *If your DM is using the optional Feats rule you may select a Feat that you qualify for instead*
5	Chaos Artifact Roll once on the Chaos Artifact table
6	Chaos Artifact and Statistic Increase (1) Roll once on the Statistic table and once of the Chaos Artifacts table

Once the Chaos Warrior has completed the Path of Chaos, he must then determine if he joins the Ranks of the Damned. Sometimes the Chaos Warrior is so affected by the warping powers within him that he will be cast out from society, leaving him no choice but to join the ravaging armies of the Northern Chaos Wastes. Or sometimes he is called upon by the Gods of Chaos to lead their forces into battle. Whatever the reason, this will mean **an end to the Chaos Warrior's adventuring career** as he has been elevated into the ranks of the mighty warlords of Chaos.

After the Path of Chaos, if the Chaos Warrior ever has more than 20 in any Ability Score, he must add up all the ability score differences in excess of 20. After which he will roll a **d20**. If the number on the die is greater than the number, he may continue adventuring. If it is equal to or less, he is consumed by Chaos and immediately leaves to do battle in the chaos wastes.

For example, if the Warrior has 23 Strength and 21 Charisma, he has four points in excess of his limits. If he rolls a four or greater on a D20 he is safe, otherwise he must retire.

ROLL	STATISTIC INCREASE TABLE (2D6)
2	**Luck**: +1 to Death Saving Throws
3	**Strength**: +1 to Strength
4	**Charisma**: +1 to Charisma
5	**Dexterity**: +1 to Dexterity
6	**Toughness**: +*Con Modifier* Hit Points
7	**Movement**: +5ft to Speed
8	**Initiative**: +1 to Initiative
9	**Intelligence**: +1 to Intelligence
10	**Wisdom**: +1 to Wisdom
11	**Constitution**: +1 to Constitution
12	**Weapon Skill**: +1 to hit on weapon attack rolls

Variant Rule:
Some Dungeon Masters may consider the feature of having the Chaos Warrior be dragged off to the wastes as being too harsh of a penalty.

This is the nature of Chaos, but as a variant those Dungeon Masters may instead limit Ability Score increases to 20 and ignore the chance to ending his career early.

In the event that an increase is rolled that would take you beyond 20 in any given Ability Score, you instead make a roll on the Chaos Artifact table.

Chaos Attributes

Some chaos attributes are cumulative, that is, the Chaos Warrior may gain the attribute more than once. Others have the *Visible* tag – meaning they are a visible mutation and affect the Chaos Warrior's ability to interact with the public.

To find out which attribute the Chaos Warrior gains, roll a D66 and consult the following table.

To work out the score of a D66, roll two D6, counting the first die as the tens digit and the second die as the ones digit. For example, a 3 followed by a 1 is a 31.

ROLL	CHAOS ATTRIBUTE TABLE D66	VISIBLE?
11	Frenzy	
12	Poisonous Bite	
13	Mark of Chaos	Visible
14	Iron Hard Skin	
15	Agility	
16	Atrophy	Visible
21	Blood Rage	
22	Cowardice	
23	Fangs	
24	Psychotic Warrior	
25	Magic Resistance	
26	Mindless	
31	Powerful Legs	
32	Razor Claws	
33	Scaly Flesh	Visible
34	Weapon Master	
35	Strong	
36	Fast	
41	Warp Magic	
42	Albino	Visible
43	Alcoholism	
44	Insubstantial	Visible
45	Featureless Face	Visible
46	Hunchback	Visible
51	Hypnotic Gaze	
52	Levitation	
53	Arcane Knowledge	
54	Spits Acid	Visible
55	Vampiric Tendency	
56	Teleport	
61	Telepathy	
62	Eyes of Fire	Visible
63	Uncanny Resemblance	
64	Invisibility	
65	Regeneration	
66	Warp Change	Visible*

Chaos Artifacts

Whenever the Chaos Warrior gains another chaos artifact, roll a D66 and consult the following table to see what the new artifact is.

To work out the score of a D66, roll two D6, counting the first die as the tens digit and the second die as the ones digit. For example, a 3 followed by a 1 is a 31.

Note that any weapons and armor from the Chaos Artifact table are magical.

The only way a Chaos Warrior can ever gain a powerful magic item he can use is if he is given one as a gift by the chaos gods. He cannot use normal magical items. Only a Chaos Warrior can use chaos artifacts and he cannot sell, trade, or give them away to other adventurers.

ROLL	CHAOS ARTIFACT TABLE D66
11	Helm of Sorcery
12	Bewitched Blade
13	Black Hood of Kargan
14	Ring of Desolation
15	Axe of Hellstone
16	Spell Eater Blade
21	Deathlust Blade
22	Collar of Deflection
23	Blade of Disenchantment
24	Entrancing Blade
25	Snarling Blade
26	Glittering Shield
31	Ring of Illusion
32	Crown of Immunity
33	Skull Amulet of Impunity
34	Lashing Blade
35	Shield of Spell Absorption
36	Axe of Mighty Striking
41	Parrying Blade
42	Mace of Terror
43	Axe of Fear
44	Blade of Wound Stealing
45	Crown of Speed
46	Armor of Fortitude
51	Blood Armor of Chaos
52	Ogre Helm
53	Shield of the Void
54	Death Helm
55	Helm of Demon Sight
56	Soul Blade
61	Shrieking Blade
62	Crown of Devastation
63	Hell Blade
64	Armor of Regeneration
65	Warp Stone Charm
66	Chalice of Night

The D66 table as described here is not standard to Dungeons and Dragons Fifth Edition.
*It is the primary action table for **Warhammer Quest**.*
It has been used here as a nod to its source.

Chaos Attribute Descriptions

11: Frenzy

At the start of the first round of combat, roll a D6. One a score of a 6, the Chaos Warrior is frenzied until there are no more hostile creatures visible (or he is knocked unconscious.) While frenzied, the Chaos Warrior gains +2 damage to all of his melee attacks.

If you gain this attribute again, you trigger Frenzy on a 5 or a 6, and so on each time you gain it.

12: Poisonous Bite

As a bonus action, the Chaos Warrior may make a Poisonous Bite against a target within 5ft. This is an unarmed melee weapon attack that deals 1d4 + STR modifier piercing damage. On a hit, the target makes a DC10 Constitution saving throw, taking 1d4 poison damage.

If you gain this attribute again, add 1d4 poison damage to the saving throw portion for each additional instance of the attribute.

13: Mark of Chaos *Visible*

Somewhere on the Chaos Warrior's body is the Mark of Chaos. This can be anything from an oddly colored or oddly shaped wart to a clearly defined chaos star or one of the symbols of the chaos powers.

Roll a D6 when you receive this attribute. On a 1, the symbol is emblazoned on the Chaos Warrior's face and is considered *Visible* unless he is wearing a helmet.

For each Mark of Chaos that the Chaos Warrior has, he may reroll a single die roll. These refresh at the end of a long rest.

14: Iron Hard Skin

The Chaos Warrior's skin, although it looks normal, is as hard as iron. The Chaos Warrior's AC is 16 while not wearing armor.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

15: Agility

The Chaos Warrior has amazing reactions and coordination. He adds his proficiency bonus to Dexterity saving throws made against non-magical effects.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

16: Atrophy *Visible*

The Chaos Warrior's flesh withers and ages, roll a D6:

1 – The Chaos Warrior ages 30 years. He is at -1 to his Strength and Constitution scores as long as he has this attribute.

2 – The Chaos Warrior ages 10 years. He is at -1 Strength as long as he has this attribute.

3-6 – The aging process is purely cosmetic, leaving the Chaos Warrior looking somewhat haggard and ancient.

This attribute may be gained more than once in the Chaos Warrior's career.

21: Blood Rage

At the start of combat, roll a D6 to see what effect the engagement has on the Chaos Warrior.

1 – In a mindless fury, he attacks the nearest creature (friend or foe) if able. He is at disadvantage on his attack rolls. Roll again on this table on your next turn.

2-5 – The Chaos Warrior mounts a raging attack against the nearest hostile creature if able. He is at disadvantage on his attack rolls. Roll again on this table on your next turn with +1 to your roll.

6 – The Chaos Warrior gains control, and may move and fight as usual.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

22: Cowardice

The Chaos Warrior has disadvantage on any saving throws against becoming frightened.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

23: Fangs

The Chaos Warrior gains sharpened incisors, and all of his teeth rise to fine points.

The Chaos Warrior may take a Bite melee weapon attack, dealing 1d6 + STR modifier piercing damage. On a successful hit, the Chaos Warrior may attempt to grapple the target with his bite using the standard grappling rules. This does not require the Chaos Warrior to use his hands.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

24: Psychotic Warrior

The Chaos Warrior has gone one step too far towards the madness which engulfs his kind. Cackling and giggling to himself at his own macabre jokes, he finds the death and carnage of the dungeon most amusing.

The Chaos Warrior gains Advantage on saving throws against fear and charmed effects.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

25: Magic Resistance

The power of Chaos makes the Chaos Warrior particularly resistant to spells.

When gaining this attribute, select one type of damage: fire, cold, lightning, or thunder.

The Chaos Warrior gains resistance to the type of damage selected.

If you gain this attribute again, select another type of damage.

26: Mindless

At the beginning of each round of combat, roll a D6. On anything other than a 1, the Chaos Warrior is fine. However, if he rolls a 1 then he becomes mindless for the rest of his turn.

While mindless, the Chaos Warrior has disadvantage on any Intelligence checks and any attack rolls.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

31: Powerful Legs

The Chaos Warrior's legs becoming very heavily muscled, giving him advantage on effects that would knock him prone and increasing his movement by 5ft. When making a running jump, the Chaos Warrior may add his strength modifier to the number of feet he can jump.

If you gain this attribute again, you gain an additional 5 ft. movement for each instance of the attribute.

32: Razor Claws

As a bonus action, the Chaos Warrior may make an unarmed attack with his razor sharp claws. This attack deals 1D8 + Strength Modifier slashing damage.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

33: Scaly Flesh *Visible*

The Chaos Warrior's flesh begins to turn scaly and chitinous. This process is a slow one and may take years to complete. When the Chaos Warrior increases in level with this feature, roll a D6:

1 – The scales affect the Chaos Warrior's mobility, reducing his movement by 5 ft.

2-5 – No change in the condition, although small areas of scales are sprouting all over his body.

6 – The scales have spread fairly rapidly, granting the Chaos Warrior a +1 AC bonus. This is in addition to any armor or features he may have.

Once the Chaos Warrior has rolled a 6 on this table, the scales have spread completely and you no longer roll when increasing in level.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table

34: Weaponmaster

The Chaos Warrior may choose one of his weapons. The power of chaos links the weapon to him in a psychic bond, guiding his hand when he uses the weapon in combat. When using this weapon, on top of any other benefits the weapon might confer, the Chaos Warrior gains an additional benefit.

Choose one of your weapons and roll a D6 on the table below to see what the permanent effect on the weapon is:

1 – The weapon gains +1 on attack rolls

2 – When using this weapon, the Chaos Warrior may re-roll a single missed attack each round

3 – The weapon gains +1 on damage rolls

4 – The weapon scores a critical hit on a roll of 19 or 20 (18-20 if it already had this property)

5 – The Chaos Warrior gains an Extra Attack when wielding this weapon in combat (in addition to any other Extra Attack features he may have)

6 – This weapon gains an additional damage die of the same type

This attribute may be gained more than once in the Chaos Warrior's career but it may not affect the same weapon more than once.

35: Strong

The Chaos Warrior's muscles grow and swell as the energy of chaos flows through his veins. He gains +1 Strength.

This attribute may be gained more than once in the Chaos Warrior's career.

36: Fast

The Chaos Warrior's reactions speed up immensely. He gains +1 Dexterity.

This attribute may be gained more than once in the Chaos Warrior's career.

41: Warp Magic

The Chaos Warrior may randomly select any one spell appropriate for a Wizard that would share his Chaos Warrior level. He may not gain a cantrip or any spell higher than 5th level in this fashion.

Once per long rest, he may cast this spell using Intelligence as his spell casting modifier.

This attribute may be gained more than once in the Chaos Warrior's career.

42: Albino *Visible*

The Chaos Warrior's flesh turns snow white.

The Chaos Warrior has weakness to radiant damage.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

43: Alcoholism

The Chaos Warrior is taken with an insatiable desire for alcohol. His constitution is changed by the power of Chaos such that anything he drinks is now turned to alcohol inside his stomach. Apart from any other effect a potable has on him, there is chance that they will also render him insensible.

Whenever the Chaos Warrior drinks from a potion (or anything else) roll a D6:

1 – The Chaos Warrior falls to the ground, insensible. He is asleep until the start of his next turn

2 – The Chaos Warrior becomes aggressive and attacks the nearest enemy with Advantage if able. If there are no enemies around, he attacks the nearest ally.

3 – The Chaos Warrior staggers around slightly but otherwise seems unaffected. He has half movement during his next turn.

4-6 – The Chaos Warrior is unaffected.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

44: Insubstantial *Visible*

As the powers of the warp grow in the Chaos Warrior, his form becomes slightly blurred and misty as he slips further towards the otherworldly realm of daemons. He has a foot in both worlds, and may lose his grip on the physical world completely.

Attacks made against the Chaos Warrior with non-magical weapons are at disadvantage.

Any attack made against the Chaos Warrior that is a natural 1 causes the Chaos Warrior to slip into the other realm, and leave the current plane of existence until the start of his next turn.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

45: Featureless Face *Visible*

The Chaos Warrior's features... vanish. His face is now a smooth expanse of flesh.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

46: Hunchback Visible

The Chaos Warrior develops a noticeable hump on his back, twisting his body into a crooked shape. His movement is reduced by 5 ft.

This attribute may be gained more than once in the Chaos Warrior's career but his movement will never drop below 10 ft.

51: Hypnotic Gaze

The Chaos Warrior's eyes glow with a piercing light. As an action, the Chaos Warrior may attempt to charm another creature. The target rolls a Charisma saving throw with a DC equal to 15 + the Chaos Warrior's charisma modifier. If they fail, they are Charmed by the Chaos Warrior for 1d10 minutes.

This ability may only be used once per long rest.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

52: Levitation

The Chaos Warrior may cast the Fly spell on himself, ignoring any of the components, once per long rest.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

53: Arcane Knowledge

All manner of arcane knowledge fills the Chaos Warrior's head. Secrets reveal to him that mortals should never know. On the first round of combat, roll a D6. On a 1, the Chaos Warrior is affected by his Arcane Knowledge. Roll another D6 and consult the following table:

1-2 – Completely overwhelmed by the whirlwind of knowledge within his mind, the Chaos Warrior drops whatever weapon he is carrying and falls to his knees with his head in his hands. The Chaos Warrior is Paralyzed until the start of his next turn.

3-6 – The Chaos Warrior gains +1d6 on his Initiative for the turn, and may cast a random spell from the Level 1 Wizard table, that is cast immediately after resolving this roll. If it cannot be cast for any reason, it fizzles.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

54: Spits Acid *Visible*

Once per short rest, the Chaos Warrior may, as an action, spit a blinding stream of acid at a creature 15 ft. away. The creature must make a DC15 constitution saving throw and take 2d6 Acid Damage on a failed throw, half as much on a successful one.

The Chaos Warrior may gain this attribute more than once in his career; adding 1d6 Acid Damage each time it is gained.

55: Vampiric Tendency

The Chaos Warrior thirsts for blood. He wants to drink the blood of his victims, and to a lesser extent, his companions.

You may, as a bonus action, make a Vampiric Bite attack. This is an unarmed attack that deals 1d6 points of damage. The Chaos Warrior also regains hit points equal to the damage dealt, but not exceeding his maximum health.

At the Dungeon Master's discretion, the Chaos Warrior may also tap innocents to create Blood Potions. If the target of this is unwilling; have them roll a Strength contest. If the target succeeds, he manages to break free and alert the nearest authority to the act. How this situation will resolve is up to the Dungeon Master. If the Chaos Warrior succeeds, he creates a potion that will allow him to regain 1d6 health when coifed.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

56: Teleport

Once per long rest, the Chaos Warrior has gained the ability to Teleport. Instead of a Move action, the Chaos Warrior can instead opt to teleport to anywhere that he can see. This action does not provoke opportunity attacks.

The Chaos Warrior may gain this attribute more than once in his career. For each time he gains it, he may take this action an additional time per long rest.

61: Telepathy

The Chaos Warrior has gained the ability to read minds. When performing a check to determine if the Chaos Warrior is surprised, if he fails the check he is not affected by surprise. If he succeeds the check, he has instead surprised the creature with his precognition.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

62: Eyes of Fire *Visible*

The Chaos Warrior's eyes glow with a dull red light.

You gain Darkvision (60 ft.)

If you already had Darkvision, the range is increased by 60 ft. instead.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

63: Uncanny Resemblance

The Chaos Warrior's appearance begins to shift, his features slowly melding into a new face over a period of some months.

At the Dungeon Master's discretion, you take on the appearance of another character or NPC you have interacted with in the last few months.

The transformation is not identical, as any Visible attributes will give you away, but you do gain advantage on any Charisma (Deception) checks you make to pose as the character you look like.

This attribute may not be gained more than once. If it is rolled again, re-roll on the Chaos Attribute table.

64: Invisibility

The Chaos Warrior has gained the power to become invisible.

You may cast the Invisibility spell on yourself once per long rest, ignoring any components.

The Chaos Warrior may gain this attribute more than once in his career. For each time he gains it, he may cast Invisibility an additional time per long rest.

65: Regeneration

The Chaos Warrior's body tenaciously clings to life, recovering and mending the most heinous of wounds. As a reaction after taking damage, the Chaos Warrior may regain 1d4 hit points.

The Chaos Warrior may gain this attribute more than once in his career. For each time he gains it, he regains an additional hit point when spending his reaction.

66: Warp Change *Visible**

The Chaos Warrior feels his body warp and change...

Roll a D6; he has gained...

1, 2 – An additional eye, ear, or thumb *Visible**

3 – An additional Statistic Increase (roll on the Statistic Increase table)

4 – One extra Chaos Attribute (roll on the Chaos Attribute table)

5 – One extra Chaos Artifact (roll on the Chaos Artifact table)

6 – One extra Chaos Attribute and Chaos Artifact (roll once each on the Chaos Attribute and Chaos Artifact tables)

You must still mark Warp Change as an attribute, even if the Chaos Warrior gains another attribute or artifact.

The Chaos Warrior may gain this attribute more than once in his career.

Chaos Artifact Descriptions

11: Helm of Sorcery

This helm glitters with a sinister light surrounding the Chaos Warrior with a halo of energy

After each long rest, select a Wizard Evocation spell of a level that the Chaos Warrior could cast (if his Chaos Warrior level was Wizard Level.) The spell is stored in the Helm of Sorcery, and may be cast by the Chaos Warrior once per long rest if he is wearing the helm.

The spell uses the Chaos Warrior's Intelligence as the spell casting modifier.

12: Bewitching Blade

This blade is as black as pitch, with dark red runes inscribed on its surface

This *short sword* is cursed, and cannot be discarded unless the curse is removed. Its wielder has disadvantage when making attacks against demons or fiends with it. It is magical but has no other properties.

13: Black Hood of Kargan

This hood appears insubstantial and ghost like, as though it only partially exists in this realm

The Hood allows the wearer to live without breathing. He can breathe freely underwater or even in a vacuum, as is immune to the effects of breathing in poisonous fogs or choking vapors.

14: Ring of Desolation

This ring is carved from ancient stone. Upon closer inspection, it looks as though it may have once been alive

The Ring of Desolation allows the wielder to make a Petrifying attack against a creature.

The target must succeed a DC 10 Constitution saving throw, or else become Petrified.

This ability may only be used once per long rest.

15: Axe of Hellstone

The blade of this weapon is inscribed with twisting sigils of power. Blazing icons of destruction which hurt the eyes to look upon.

This *greataxe* allows the wielder to make one guaranteed critical hit per long rest. Once the attack roll has been made and determined a success, the user may elect to use the effect make the hit a critical (following all other Critical Hit rules.)

16: Spell Eater Blade

The blade is plain and dull, only bursting into a blaze of light when magic is cast in its immediate vicinity

This *longsword* allows the wielder to negate the effects of a single spell cast against him by spending his reaction to do so.

Once the Spell Eater Blade has negated a single spell, it becomes a magical *+1 Longsword* that still shimmers in the presence of magic.

21: Deathlust Blade

This weapon drips gore on the floor as long as it is drawn from its scabbard

This *longsword* deals an additional 1 damage every time it hits.

22: Collar of Deflection

This collar is filled with magical intelligence, anticipating the movements of its opponents as though it had a mind of its own

Any attacks of opportunity made against a creature while wearing this collar gain Advantage.

23: Blade of Disenchantment

This blade is ancient beyond telling and its edge is cracked and broken. In battle it crackles with barely contained energies, smiting down the foes of its wielder

This *greatsword* is designed to destroy magic. Any creature struck by it who is concentrating on a spell must make their concentration saving throw at disadvantage.

24: Entrancing Blade

Multi-colored lights and patterns fly from this blade as it whirls in battle, confusing and hypnotizing its foes

This *dagger* has a hypnotic effect on its victims. Any creature who is struck by this dagger is at disadvantage when attacking the Chaos Warrior until the end of it's next turn.

25: Snarling Blade

As enemies approach, this sword snarls and growls, anticipating the slaughter to come.

This weapon's abilities may not be combined with any other Chaos Artifact. The *longsword* is partially sentient and may not be put down, discarded, or sold until the curse is removed. Until then, it will always be welded to the Chaos Warrior's hand.

While using the Snarling Blade, the Chaos Warrior can't be disarmed and always has one hand occupied by the sword.

26: Glittering Shield

This shield shines with such a lustre that any opponents are hard pressed to see who they are attacking

This shield gives an additional +1 to AC against melee attacks while equipped. Its surface is perpetually polished to a mirror finish.

31: Ring of Illusion

This ring appears to be a humble band, worn by a humble man, but it may conceal a deadly secret

The Ring of Illusion grants the Chaos Warrior the ability to cast Disguise Self on himself once per long rest.

In addition, while wearing the Ring of Illusion, the Chaos Warrior does not need to roll for his *Visible* mutations when entering a town.

32: Crown of Immunity

Cast in the strongest iron and enchanted in the forge fires of chaos; this crown causes great power to flow through the arms of the wearer

This Crown grants a diminishing AC bonus to its wearer.

Each dawn, the crown replenishes to three charges. On each attack against the wearer, a charge is expended to give an AC bonus equal to the number of charges at the time. (*+3 AC for the first attack, +2 AC for the second, and +1 AC for the third.*) After the charges are expended, it grants no further bonus until the next dawn when the charges are replenished.

33: Skull Amulet of Impunity

This strange artifact possesses the power to restore energy and vitality to the exhausted or wounded

After each long rest, the wearer must roll a D6 to determine the effect of the amulet:

1-2 – The Chaos Warrior's maximum hit points are reduced by 1D4

3-4 – The Chaos Warrior's maximum hit points are increased by 1D4

5-6 – The Chaos Warrior's maximum hit points are increased by 2D4

This effect only lasts until the end of the next long rest, when you will determine the new effect.

34: Lashing Blade

Forged from the twisted scales of a mighty serpent, this blade constantly flicks this way and that. Ready to strike at any time

This *dagger* unravels at the wielder's command, allowing him to strike at opponents up to 20 feet away.

35: Shield of Spell Absorption

A black vortex surrounds this shield such that the shield cannot be seen at all, just a pool of cold blackness

This item can hold the power of a single spell that is level 5 or less.

While equipped, if the Chaos Warrior is hit by a spell he may spend his reaction to absorb the spell into his Shield. This does not negate the effects or damage of the spell, but allows the Chaos Warrior to cast a copy of the spell as an action at a later time; using his Intelligence as his spell casting modifier.

If the shield is currently holding a spell, the Chaos Warrior may still spend his reaction to absorb a new spell into his Shield, releasing the power of the old spell harmlessly.

Once the spell inside the shield has been cast, the power of the shield fades until the Chaos Warrior completes a long rest.

36: Axe of Mighty Striking

For much of the time, this red iron axe lies dormant and powerless. Yet if used at the right time, it howls its triumph as it is wielded with devastating power

Before rolling to strike with this *greataxe*, you may elect to take a -5 penalty to your attack roll. If the attack hits, you add +10 to the attack's damage.

41: Parrying Blade

A shimmering haze surrounds this weapon and the wielder is protected by glowing bands of power

This *rapier* grants you a defensive bonus in combat. While wielding the Parrying Blade and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

42: Warhammer of Terror

This weapon shrieks as if in heinous torment as it cuts the air, a soulless wailing of the damned

This *Warhammer* inflicts the Frightened status on the creatures it strikes. Any creature hit with the Warhammer of Terror may make a DC 10 Charisma check, and become Frightened of the Chaos Warrior if they fail.

They may reroll this check at the end of their turns until they succeed and the condition is gone.

43: Axe of Fatigue

A dull throbbing fills the air around this weapon suggesting great power about to be unleashed

This *handaxe* has the potential to inflict Fatigue on creatures it targets. When rolling damage, if at least one die turns up its maximum roll, the target is afflicted with a level of Exhaustion.

44: Blade of Draining

This dark red blade looks as if it has been made from coagulated blood, and thrums as it cuts the air

Once per turn, the Chaos Warrior may drain life with this *longsword*. If he successfully damages a creature with it, he may expend a Hit Die to recover life equal to the damage dealt. This may not be used against inanimate objects, Constructs, or Undead.

45: Crown of Speed

This crown flashes with energy, and its wearer draws great power from it

This crown increases the wearer's movement by 10 feet, and grants advantage on Dexterity saving throws against non-magical sources.

46: Armor of Fortitude

This armor is jet black in color and seems to absorb light as its wearer strides through the dungeon

This armor is a +1 *Breastplate*, and grants its wearer resistance to Radiant and Necrotic damage.

51: Blood Armor of Chaos

This armor looks like a normal suit of armor, but it is the armor of chaos – irrevocably fused with the flesh of the wearer

Upon donning this *Plate Armor*, chaos takes hold and tendrils grab at your flesh from the inside. Taking deep root in your nervous system and becoming one with you. Without some sort of magical or surgical intervention, this armor becomes one with its host.

In addition to granting the normal benefits of Plate Armor, the Blood Armor of Chaos also grants an AC bonus equal to half the proficiency bonus of its wearer.

However, due to the nature of its design, the wearer may not benefit from any helmets or head gear while fused with the Blood Armor of Chaos.

This artifact may not be merged with any other Chaos Artifacts, as the Chaos Warrior himself would need to participate in the transmutation.

52: Ogre Helm

This great helm is cast in dull bronze, and red flickers within the visor slit

This helmet grants its wearer advantage on any Strength based checks.

53: Shield of the Void

This shield has a silvered, polished finish; unadorned by blade or emblem. Only when it catches the light from certain angles does the eight pointed star of chaos blaze fiercely on its surface

This shield gives an additional +1 AC against melee attacks and resistance to Fire damage.

When taking fire damage from any source, its wearer may spend his reaction to gain immunity to Fire damage against that source until the start of his next turn. After doing so, the shield no longer grants resistance to Fire damage and this ability cannot be used again until the Chaos Warrior completes a long rest.

54: Death Helm

This helmet is made of the bleached skull of some huge horned beast; granting its wearer a most fearsome appearance. Although the beast is long dead, some of its power is bound forever to the helm by chaos sorcery

This helmet grants its wearer +1 to attack rolls.

While wearing this helmet, when you use your action to Dash, you can use a bonus action to make one melee weapon attack against a creature.

If you move at least 10 feet in a straight line immediately before taking this action, you gain a +5 bonus to the attack's damage roll.

55: Helm of Demon Sight

The visor of this golden helm is cast in the shape of an eyeless face, the mouth frozen in a perpetual snarl

This helmet grants the wearer Darkvision. If the wearer already has Darkvision, it increases the range by 60 ft.

In addition, the wearer may speak and understand Abyssal while wearing the helmet.

56: Soul Blade

This chill white blade sighs as it pierces the flesh of the Chaos Warrior's foes, and the victim shrieks as his life essence is drained away

This *greatsword* is known to cleave heart and soul from its victims. Whenever it deals damage that would reduce a creature to zero hit points, the wielder may gain temporary hit points equal to the damage dealt.

61: Shrieking Blade

The howling and shrieking of this weapon in battle is enough to drive many foes insane, and leave the rest weeping with terror

Any creature that starts their turn within five feet of the wielder of this *dagger* must roll a Charisma saving throw of DC10. If they fail, they are frightened by the wielder of the dagger for their turn. If they succeed they are unaffected.

62: Crown of Devastation

Power surges through this crown, heartening the wearer and goading him to acts of insane bravery

This crown grants its wearer great courage. While under the effect of Frightened, the wearer may ignore the negative effects and instead has +2 to his attack rolls and +2 to his damage rolls.

63: Hell Blade

Chittering and infernal whispering emanate from this hellish weapon, forged from the pure stuff of chaos

While wielding this *longsword*, if you take an Attack action you may make an additional Attack action that turn. This extra attack is in addition to any other extra attacks granted by class features.

64: Armor of Regeneration

This armor subtly throbs and thrums with the power of the void. It contains an echo of the life energies of all of its victims

While wearing this *Breastplate*, its wearer may regain 1d8 hit points while taking a short rest. This effect ceases to function if the wearer is at zero hit points.

65: Warpstone Charm

This piece of pure warpstone has been blessed in the name of the Gods of chaos. It is beaten into the flesh of the wearer where it gives off a dull black glow

This charm allows the bearer to reroll any single die roll once. This effect refreshes after taking a long rest.

66: Chalice of Night

This black chalice is filled with a red viscous liquid. It never empties, and never spills a drop

After each short rest, the holder of the Chalice of Night may opt to drink from it to gain its boon.

With this boon, the Chaos Warrior may give himself advantage on a skill check this adventure. If he grants himself advantage this way and still fails, he suffers 1d6 points of damage.

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